

AMENDMENTS TO THE SPECIFICATION:

Please replace the paragraph beginning on line 5 of page 7 with the following amended paragraph:

A method of adjusting factors needed to author, represent, process, and compress three-dimensional (3D) contents is required for an author to easily process compressed 3D data. Such factors can be adjusted using XMT. The XMT is a framework used to author MPEG-4 contents such as audio, video, two-dimensional (2D) contents, and 3D contents. Also, the XMT is a framework that is representation of MPEG-4 scene description using a textual syntax. The framework is illustrated in FIG. 3. The XMT allows content authors, tools, and service providers to reuse contents made by another content author and further makes it be interoperable with an eXtensible 3D (X3D) language, and a Synchronized Multimedia Integration Language (SMIL), an MPEG-7 standard, and a Scalable Vector Graphics (SVG) language.

Please replace the paragraph beginning on line 22 of page 9 with the following amended paragraph:

The existing XMT technique is not capable of parsing an input XMT file regarding 3D data compression due to the absence of a definition of the XMT-A schema regarding 3D data compression. However, according to the present invention, as shown in FIG. 2, the XMT-A schema 240 contains definitions of the compression node regarding 3D data compression and related parameters. Thus, the XMT parser 210 can parse the input XMT file 200, which defines 3D data compression using the compression node, based on the definitions in the XMT-A schema 240, the XMT2MUX style sheet 220, and the XMT2BIFS style sheet 230, and generate a file output to an MPEG-4 encoder. The MPEG-4 encoder includes a BIFS encoder 250 and an MP4 encoder 260. When the generated file is input to the BIFS encoder 250 and the MP4 encoder 260, an .mp4 bitstream is generated, and an .mp4 output file 270 is visualized by an MPEG-4 player (not shown), and displayed on a display.